
Subject: Re: C&C_The_Canyon (Wip infantry map)
Posted by [Blazea58](#) on Tue, 04 Oct 2011 19:19:16 GMT
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Aircraftkiller wrote on Tue, 04 October 2011 14:58 That looks much better. What I meant by "roughing up" the terrain isn't just making it prickly-looking. I meant you should also create terrain features. Make cliffs that look like cliffs, plateaus on the top of the mountains with a jagged cliff edge, etc. There's a lot you can do with that terrain. Maybe you should consider making a jagged path up the mountain to have a vantage point.

Well i didn't originally plan this to be full of terrain features, but there is still plenty of time for me to edit it further. I guess a path or two from each base leading up the ridge a bit higher would help for a vantage point, but otherwise i don't really want too many different paths. I'll see what i can do though.

Added a new path on the other side, and one vantage point in each base. Should be ready to start texturing again pretty soon.